For customer service
please call: (714) 833-1999

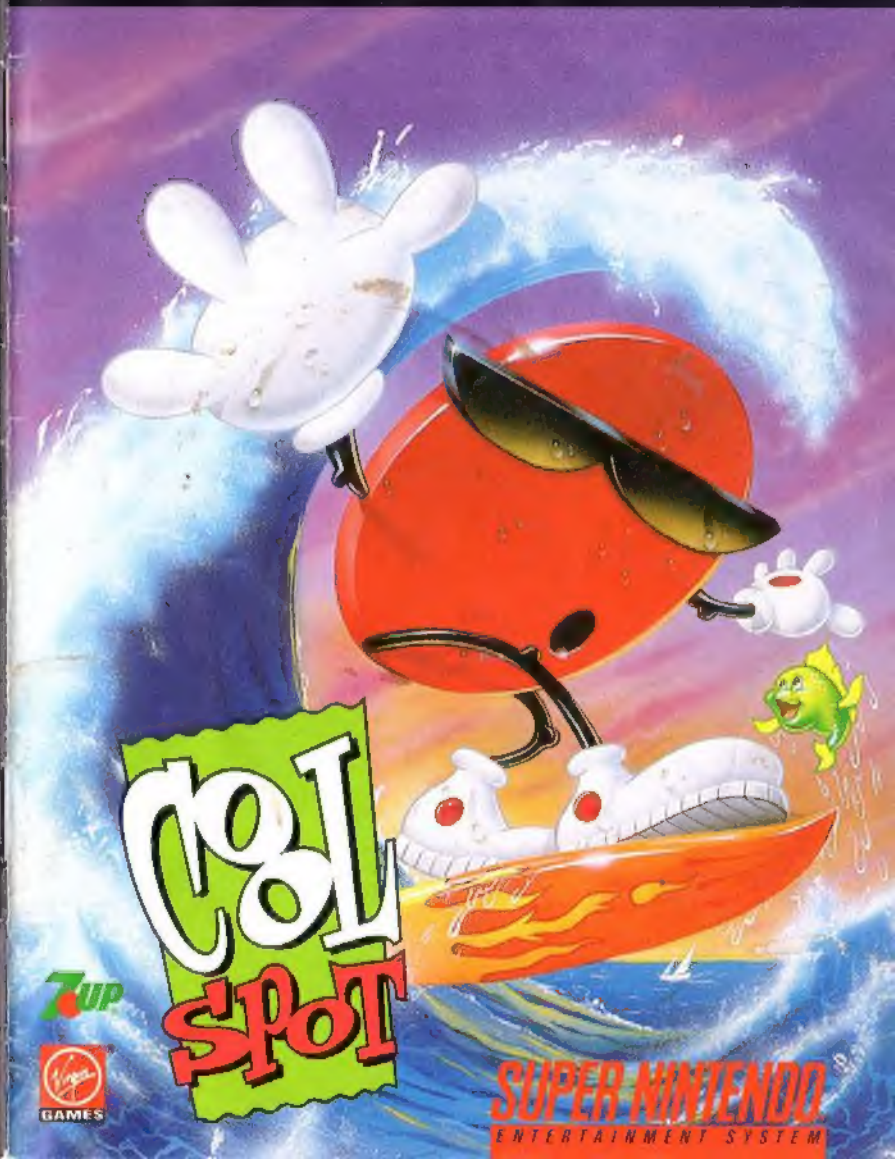
VIRGIN GAMES, INC.
18061 Fitch Avenue, Irvine, CA 92714

© 1993 Virgin Games, Inc. All rights reserved. © 1993 Seven-Up, 7UP and SPOT character are trademarks identifying products of the Dr. Pepper/ 7-Up Corporation, Dallas, Texas 1993.
Virgin is a registered trademark of Virgin Enterprises, Ltd.

Printed in Japan

SNS-C8-USA

Instruction Booklet



WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY

Nintendo®

NINTENDO AND SUPER NINTENDO ENTERTAINMENT SYSTEM® ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM®. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY®

COOL SPOT SNES MANUAL

Getting Started

1. Insert the COOL SPOT game pak into your Super NES machine and turn the power switch ON.

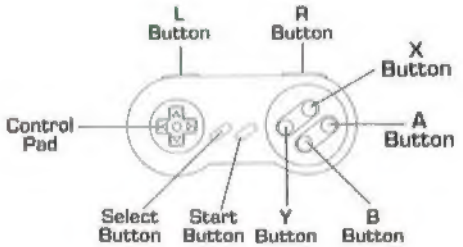
2. The introduction will begin. Press START to reach the Main Options screen.

3. In general, press START to go on to the next screen.

TAKE CONTROL!

Below are the instructions for using the Super NES Controller:

The Controller



Flip pages to see SPOT walk!

Control Pad

- Press up or down to select options on the title screens.

- During play, press up and hold to look up or climb up ropes. Press down and hold to look down, or to climb down ropes.

- Press left or right to move left or right while being bounced on bubbles or when captured inside one.

- Press left or right and hold to run in that direction.

- Press in any direction to aim your Cool Shot that way.

NOTE: You must press up or down to grab a rope.

Start Button

- Press to start game.

- Press to bypass opening screens.

- Press to pause game and again to resume game.

Button A

- Press to change options on the Options Screen.

Button B

- Press to jump up. Tapping the B button jumps lower, while holding it down will jump higher! The longer you press on it, the higher you jump.

- Pressing while holding the directional button to the left or right will cause SPOT to do a somersault in the chosen direction.

Button Y

- Press to fire your Cool Shot. Pressing the Y button while SPOT is moving will fire any direction.

Button R

- To shoot in any direction while standing still, hold down the R button, press the control pad in the direction you wish to shoot and press the Y button to shoot in that direction.

BREAKING NEWS

SPOT and his friends, SPOT, SPOT, SPOT, SPOT, SPOT, SPOT, SPOT, SPOT, SPOT, SPOT and SPOT are in trouble and they need help...FAST!

OLD NEWS

For years, Wild Wicked Wily Will has been trying to capture a real live SPOT to prove to the world that they really do exist. (Up to date, they have never been 'spotted'!)

HOT NEWS!

Now, Will may be about to get his wish.

BAD NEWS!

Will, in a moment of true wickedness, put cunning SPOT trap cages in all of the fun places where other SPOT friends would be hanging out.

REALLY BAD NEWS!

The traps have worked all too well! There is now a SPOT caught in every cage!

TRULY AWFUL NEWS!

Will will be back any minute to take them into captivity forever.

GOOD NEWS!

You're here to save the day!

You can help SPOT who has got "SPOT Cool Shots" to spot the cages, free his fellow SPOT friends, stop Will and be a totally "COOL SPOT!"

SPOT TO THE RESCUE

Due to incredibly good planning (okay, you were actually out surfing at the time) you are the only SPOT character that is still free to have a good time. All of the other SPOT characters have been trapped in one of Wicked Will's cages.

So, there you were, being totally cool as usual, when a sign caught your eye. On it was pinned a hurriedly scribbled message: "HERO WANTED"

You, as Cool SPOT, must rescue your friends before it's too late! You'll need to use your cool wits and your Cool Shot of bubbles in a race against time (good thing Will is a little slow) to free your friends from the traps. Are you up for it? Will you be cool enough before Will gets his wicked hands on them?

OPTIONS SCREEN

OPTIONS SCREEN

To enter the Options Screen from the title screen, move the hand to OPTIONS and press the A button. To change an option, move the hand to the option you wish to change and press the A button. The following is a list of the options available and what they do:

Difficulty: There are three levels of difficulty for COOL SPOT. They are: Easy, Normal, and Hard. A number of things in the game will change based on your choice of difficulty level. They are:

1. The number of SPOT characters you start with. On the "Easy" setting, you have four SPOT characters at your disposal to rescue your friends. On "Normal" setting, you begin with 3, and on "Hard" you have only 2. Talk about tough — you've got to be so completely cool to complete the game this way! *(Or the programmer...Grin!)*

2. The number of cool points you must collect to be cool enough to fire your Cool Shot at the lock on the cage. On "Easy," you must collect

30 cool points. "Normal" requires 60 cool points collected, while the "Hard" setting requires 90 (GULP!)

3. The number of cool points you must collect to qualify for the bonus level. On "Easy," if you collect 75 cool points, you will qualify for the bonus level to earn continues. On "Normal" you must collect 85 cool points, and on "Hard" you better get them all!

4. The percentage that an enemy will become a 7UP glass, and the number and type of enemies on each level. The 7UP glasses heal you if you have taken any damage. On Easy, monsters have the largest chance of becoming a 7UP glass, and the 7UP glasses heal more on easy. For example, on the Easy level there is a 1 in 10 chance that a blasted enemy will transform into a 7UP glass. On the Normal level there is a 1 in 20 chance. On the Hard level, the blasted enemies will not transform into 7UP glasses.

5. You can only win our cool competition if you play on Hard!

[NOTE: See page 14 for contest details]

Music: This option will turn on or off the cool music that is played during the game.

Sound FX: If you like to play without the added bonus of sound effects, this is the option for you! If you like to hear your enemies before you disintegrate them, leave it alone!

Exit: This option allows you to exit the Options Screen.

There are oodles of levels in the game you've got to complete to save each of your friends. To finish a level, you've got to collect enough cool points to be way cool enough to fire your Cool Shot at the lock on the cage that a SPOT character is trapped in. If you don't believe us and try to finish a level before you have sufficient Coolness, your Cool Shot will ricochet off the lock and your friend will remain in captivity. When you're cool enough to fire your Cool Shot, you will see the words "FIND CAGE" appear on your screen.

The following is a description of the items shown on the status bar at the top of the game screen:

Cool %:

This is a percentage that depicts the amount of coolness you have based on the number of cool points you have collected so far. If you reach 100% absolute coolness, you will not only gain the respect of your closest friends, but also an extra SPOT character. Can you believe it? Something to work for, don't you think?

Health Meter:

This meter displays your overall health. Whenever an enemy touches you, your health will decrease by a small amount (something about losing your cool). When this happens, a small bit of the SPOT on the status bar will peel off. If the SPOT character peels all the way off, you've lost not only your head, but also your SPOT character and must begin the level with a new SPOT character. Of course, if you managed to go by a Restart Flagpole, you'll begin at its location.

SPOT Characters:

This represents the number of SPOT characters you have got to complete the game. The good news is there are more SPOT characters to be found and earned throughout the game. Each level has at least one hidden 1-UP character which will give you an extra SPOT character — look for it!

Score:

This shows your current score for this game. This is what you use to determine who is coolest among your friends.

Time:

This shows how much time you have left to complete the current level.

The bad news is if you run OUT of time, you'll lose the SPOT you are currently playing with and will have to start over with a new SPOT. The good news is there is a chance to increase the time you've got! Look for the hand holding the watch to get 30 seconds added to your time left!

Programmer's Hint:

If you want to beat my high score, collect everything, shoot everything, ignore time and if you are truly amazing, you will see SPOT get what he deserves!

Special Items:

Cool Points:

These are the red round spinning discs that look very much like SPOT (without legs, arms, glasses, or a mouth!) YOU WANT THESE! At the end of the level, wait with bated breath for your chance to gain an extra SPOT character.

7UP:

Collecting one of these gives you 7% toward your cool percentage. These not only get you closer to your free SPOT character , but they are often necessary to complete the level! SO, GET THESE!

7UP Glass:

This replenishes some of your health, which will cause the SPOT character shown on the status bar to glue himself back on! YOU WANT THESE TOO!

Balloons:

You can grab a hold of the string on a balloon by jumping toward it. While floating on a balloon, you can still fire in any direction. To let go of a balloon, jump left or right. When you are on a balloon and you don't know where to go, jump up to see what's above you. You may find your next balloon foothold. Take a chance! If there's nothing there, you'll just land back on your original balloon.

Bubbles:

Get more bounce for the ounce! Bubbles bounce you upward, so you don't even have to press the jump button! But, be careful! You can shoot a bubble and cause it to break. Of course, this may be something you WANT to do sometimes.

Capture Bubbles:

The capture bubbles are smaller then regular bubbles, but they are big enough for you to jump inside of them! Once you're inside, you can control their movement. If you press the jump button, you'll burst out of them. You'll know it's time to make a move when the bubble starts wobbling a lot. SPOT gets bored quickly so, press the jump button or watch SPOT free himself.

Watch:

This will increase the time you have to complete the current level by 30 seconds — just long enough to find that secret hidden cool point you need to get an extra SPOT character! YOU NEED THESE!

Restart Flagpole:

When you touch the top of it, the flag will appear at the top of the pole, marking your place just in case you lose a SPOT character and have to start over. Not that you would lose a SPOT or anything, because you're too cool, but if a "friend" were to make a teensy mistake and lose his SPOT, you can be a pal and tell him about the flagpoles! In that case, he would return to the flagpole location when he started with a new SPOT character.

1-UP:

This gives you one extra SPOT character. YOU WANT THESE! YOU WANT LOTS OF THESE! GIMME! GIMME! GIMME!

Bonus Score Screen

Bonus Score Screen

At the end of each level, two factors are added together to give you a bonus score. You will see your SPOT character hanging onto a balloon at the bottom of the Bonus Score screen. Whatever time you have left over will count down to zero, boosting SPOT upwards the top. Then, your cool percentage is counted down to zero, and SPOT is pulled up even higher. If the combined extra time and cool percentage get SPOT all the way to the top of the screen you'll get a free SPOT character!

Bonus Game

Bonus Game

During the Bonus Game, you are in your favorite place — a 7UP bottle. You've got to travel up the bottle using the bubbles and anything else you can find. In addition to regular bubbles, there are capture bubbles (the smaller bubbles) you can use to guide your way up the bottle. You'll want to move fast because you only have so much time to collect the cool letter at the top of the bottle. If you run out of time, you will be returned back to the game. The cool letters at the top will be one of the following: U-N-C-O-L-A. These letters are used as continues: If you run out of SPOT characters and get the GAME OVER screen, you will "swap" a continue letter for a fresh set of SPOT characters. Unfortunately, you don't want this to happen, because your score will reset and you will be unable to get the cool prize for getting all six letters.

Programmer's Hint: One neat trick is to jump through bubbles from below. This way, you go a little bit higher and you might be able to reach more goodies. Also, if you jump out of a bubble you are captured in right into the bubble above, you'll jump WAY high!

COOL PRIZE

Oh yeah, we almost forgot - the cool prize! If you manage to get all the cool letters while playing the game on the "Hard" setting without swapping any of the cool letters for a continue, and finish the game releasing all of your SPOT friends, you can receive a cool prize! Here's what you have to do:

1. Play the game on the "Hard" setting;
2. Collect all the cool letters U-N-C-O-L-A from the bonus game;
3. Finish the game without having to swap any of the letters for continues;
4. Take a picture of the special secret screen that will be shown at the end of the game; and
5. Mail the picture along with a piece of paper with your name, address, city, state and zip code to the following address:

VIRGIN GAMES, INC.
ATTN: COOL SPOT SNES U-N-C-O-L-A GAME
18061 FITCH AVENUE
IRVINE, CALIFORNIA, 92714.

6. You will receive your cool prize within six to eight weeks of our receipt of your picture and address.
7. ONLY ONE PRIZE PER PERSON!

Here's additional information you will need to know:

8. Requests must be received by December 31, 1993. No liability is assumed for lost, late, stolen, misdirected or illegible mail.
9. All requests are the property of Virgin Games, Inc., and will not be returned.
10. By submitting an entry, the winner agrees to allow use of his/her name and likeness thereof for advertising and promotion of this competition without compensation. All state and federal taxes are the responsibility of the winners.
11. The competition is open to all residents of the continental U.S. excluding its territories and overseas military installations. Employees of Nintendo of America Inc., Virgin Games, Inc., the Seven-Up Company, their affiliates, subsidiaries, advertising, production, promotion, and fulfillment agencies and the families of each are not eligible. Void where prohibited by law or taxed. All Federal, State, and local laws and regulations apply. This contest is not sponsored by Nintendo of America Inc.

LEVELS OF COOLNESS

There are eleven cool and crazy levels you've got to complete to save all of your captured friends. The following is a brief description of each of those levels.

SHELL SHOCK

SHELL SHOCK

Ugh! Those dang dragonflies — their sting is like a SPOT-seeking dart — OUCH! The only thing good about this place is that the sand crabs come and go, and hermit crabs are a tad bit timid. They only come out of their shell when they think no one is around. So stand real still until you see them poke their head out and then BAM! Right in the kisser with your Cool Shot! Look for the hidden cool points, they might be behind ANYTHING!

Programmer's Hint: When you fire at a Hermit Crab while he's hiding (like a chicken) in his shell, your shots ricochet off the hard shell straight up into the sky. Use this to your advantage to get those pesky Dragonflies that hone in on you! If you can't get a ricochet to work for you, stand in one place and keep firing up until the dragonfly flies right where you want him - in the path of your Cool Shot! If you keep blasting that hermit shell, you will finally blow it away!

PIER PRESSURE

PIER PRESSURE

Just when you thought it was safe to go near the water again! Right after you've dealt with the dragonflies, you've got to go to battle against BEES! We're not talking regular bees, but DIVE BOMBING BEES! Shoot them quickly to minimize the damage you'll take. Of course, taking care of business with the Bees is no easy task when you've got pinching crabs, uncool oysters, spitting fish and creepy crawly worms to worry about — YUCK! You might want to go down some of the ropes and look for hidden goodies to find!

Programmer's Hint: NEVER UNDERESTIMATE THE POWER OF WIMPY JUMPS! If you press the B button with a little tap, you will just jump up a little bit. Use this nifty technique when shooting at those darn hopping oysters. Wimpy jumps also let you make those really difficult jumps from rope to rope without falling into the water.

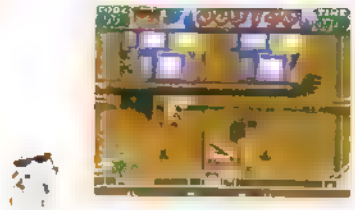
IN DA WALL

IN DA WALL

Whew! You made it to the inside of the wall near the Toy Store! Boy, there certainly should be a chance to catch your breath here, right? NOT! No Way! That'd make it too easy! So take a real deep breath and then go against the crawly spiders. You should avoid the barbed wire. One wrong step and ooooh, it REALLY hurts! Now the mice are a little upset that you woke them, and the cheese they're throwing isn't soft. Don't worry, Cool Shot can take out these cheesey critters, as long as you're persistent and don't try to jam through this level too fast! If you want to get the extra 10,000 by collecting all the cool points, you're gonna have to go ALL OVER this level again and again and again!

Programmer's Hint: Walls may stop SPOT from running through them, but you can shoot your Cool Shot through the wall! So shoot away at those enemies on the other side of a wall so that when you get over there it'll be smooth sailing. Oh! I almost forgot-the enemies can shoot through the walls too, so watch out!

TOYING AROUND



TOYING AROUND

Well! Now that you've made it past the live creatures, a few toys shouldn't make you even the slightest bit nervous, right? Right? Really! They're just harmless little toys that want to keep you from getting where you want to go! No problem! The robots are tough to defeat, but they're pretty mindless little soldiers that just march right and left and right and left. If you are on a platform beneath them, they're a piece of cake! Okay, the bouncing slime balls are a little tougher. They explode all over the place, but if you stand back and just shoot like crazy, you should be able to make it through. There are secret passageways! Try anything! Even if it seems impossible! This is a video game and everything is possible!

Programmer's Hint: There are shiny little silver U.F.O.'s that you can jump onto like stepping stones, except you can't remain standing on them too long or you'll slip off. All you have to do is jump BIG and FAST the moment you land on the U.F.O. and you won't slip off! Now, wasn't that easy? If you don't know where to jump, just jump straight up! You'll get a chance to jump again because the U.F.O. will immediately go back to its original position. So take your time with it and try not to panic!

WADING AROUND

WADING AROUND

Yep! More water! In case you havn't noticed, we love water. It's great fun since you've got to avoid falling into it at all costs! Tough luck for you. Never fear, the lily pads are your friends. You can jump on them to get across the small pool. The frogs — they're not your friends. Their idea of a good time is spitting water at you, so get them first! The planes in the sky will be dropping bombs, so get them second. The blimps, U.F.O.'s and rockets can be used to get towards the ceiling where the trapped SPOT character is, but remember how the U.F.O.'s work, and avoid the spikes on the rockets! You might have to fight your way to the top more than once to get everything on this level!

Programmer's Hint: The good news is that we've tested every single jump and they CAN all be made. The bad news is the people we used to test the jumps are really good. But you can do better than them, right? Right! (P.S. The spikes on the rockets don't really hurt you -just don't slip!). Make sure you "look before you leap" or was that "shoot before you leap?!" If you line up the lily pads, ducks and boats with the sides of the pool and wall, this level can be a piece of cake!

LOCO MOTIVE

LOCO MOTIVE

Ahhhh. . a nice change of pace, don't you think? YEAH RIGHT! How can you relax when you've got the shootinest tootinest cowboys popping up all over to keep you on your toes! And we knew you wouldn't be completely happy unless you had to worry about birds dropping eggs on you — talk about looking completely uncool with egg on your face! The jumbo balloons, U.F.O.'s, and bubbles are here to help you go high in the sky and save your friend

Programmer's Hint: You know those cool hands that point you to the cage on the EASY and NORMAL settings of the game? Think about it! Would we point the way to cool treasures and secrets?! Of course not! Look around! Be daring! Just don't run out of time!

RADICAL RAILS

RADICAL RAILS

You've finally gotten plenty of practice at everything in the game, right? Wrong! Go completely out of control down these slopes and slips and try not to get sucked into the vacuum tubes that'll shoot you out at the top of the level, only to fall helplessly out of control towards the bottom!

Programmer's Hint: When you get to the cage on each level which has your friend trapped, don't free him right away! Make him sweat, keep him worried. I mean, why should you waste your spare time when you could be doing some serious cool point collecting? After all, he's not going anywhere and every little cool point is worth so much more when your score gets totaled up in the after level BONUS section!

WOUND UP

Oh no! You've got to face those dang-nabbit robots again! Just remember what you learned before, and be warned there is even MORE of everything to deal with! Watch out for Robots, Chattering Wind-up Teeth, UFO's, Bouncing Slime Balls, and Bomb Dropping Fighter Planes here. Use your wits against these guys, and your Cool Shot too!

Programmer's Hint: Make sure to take advantage of your ability to shoot in a 360 degree angle. The best way to do this is to put the ball of your thumb on the middle of the control pad and roll it around while you are pressing the fire button as fast as you possibly can!

BACK TO THE WALL

Once again inside the wall, but this time you're on your way out. Of course, while you were busy battling other baddies, more spiders and mice replaced the ones you got rid of! Remember, avoid the electric bolts! A meeting with them can be quite enlightening but not a lot of fun! And the barbed wire — totally UNCOOL! The mousetraps can be rather uplifting — check it out!

Programmer's Hint: Progress really slowly through the level! Don't shoot enemies if there is no need to, but practice the levels to find where the hidden cool points are as well as the free extra SPOT characters because you just might need them to finish this game!

DOCK & ROLL

C'mon! Don't get tuckered out yet — you're almost there! Just a little bit more to go! All you've got to do is get by those pesky bees (okay, so we doubled the number of them) and avoid the crabs, shoot the worms, dodge and shoot the oysters, don't run out of time, get all the cool points and goodies and you've got it! No problem, right!?

Programmer's Hint: There are no hints for this level. You're on your own.

SURF PATROL

If you've made it this far, you are literally minutes away from getting what you've been struggling, grappling and striving for! LITERALLY MINUTES as long as you move as fast as possible, don't blow it and keep your cool — literally!

Programmer's Hint: Those pesky dragonflies again, huh? Sorry — no help, it's all up to you!

FINALE:

YEAH! WOW! AWESOME! MEGACOOL! YOU MUST BE A TOTALLY COOL BEING!

Cool SPOT Credits

Programmed by — Mark Kelly

ART TEAM:

Art Director	Stan Gorman
Art	Steve Crow
	Edward Schofield
	Lin Shen
	Allyn Welty
Additional Art	Mike Dietz
	Shawn McLean
Sprite Management Tool	"Chopper"
Sprite Management Engineers:	Edward Schofield
	Mark Kelly

DESIGN TEAM:

Design Director	David Bishop
Level Design	Bill Anderson

MUSIC TEAM:

Music & Sound FX	Tommy Tallarico
	Joey Kuras
Samples & Wall Tune by	Steve Henifin
Parade Tune by	Don Griffin

"Wipe Out" Copyright 1963 Miralest Music Company/Robin Hood Music

QUALITY ASSURANCE TEAM:

Quality Assurance Team Leader	Adam Ryan
Quality Assurance Lead	Jared Brinkley
Quality Assurance	Chris McFarland
	Scott Manning
	Paul Schoener
	Justin Norr
	Paul Moore
	K.C.
	Ken Love

DOCUMENTATION TEAM:

Manual Written By	Cherylyn Holmes
Manual Produced & Edited By	Lisa Marcinko
Manual Art By	Shawn McLean
	Edward Schofield

SUPPORT TEAM:

Hardware Support	Jeff Wagoner
Level Layout Tool	tUME Map Editor by Echidna

PRODUCTION TEAM:

Executive Producer	Neil Young
Producer	Cathie A. Bartz-Todd
Assistant Producer	Mike Glosecki

PUBLISHED AND DESIGNED BY VIRGIN GAMES, INC.

SPECIAL THANKS TO:

David Perry & Steve Hiemstra.

VIRGIN GAMES, INC. LIMITED WARRANTY

VIRGIN GAMES, INC. warrants in the original purchaser of this VIRGIN GAMES, INC. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This VIRGIN GAMES, INC, software program is sold "as is" without express or implied warranty of any kind and VIRGIN GAMES, INC. is not liable for any losses or damages of any kind, resulting from use of this program. VIRGIN GAMES, INC. agrees fro a period of ninety (90) days to either repair or replace, at its option free of charge, any VIRGIN GAMES, INC. software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the VIRGIN GAMES, INC. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE VIRGIN GAMES, INC. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL VIRGIN GAMES, INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Virgin Games, Inc. 18061 Fitch Ave., Irvine, CA 92714 (714) 833-8710